

Chandler Recreation presents the 8th Annual

Lightning Storm in the Desert

4 on 4 Men's Flag Football Tournament



Saturday, December 8, 2007

Pima Park

625 N. McQueen Road

(1/2 mile north of Chandler Blvd.)

Chandler, Arizona

Complete the registration form on the reverse side.

Entry Fee: \$180

Entry Deadline: December 3, 2007

(Maximum of 12 teams per division)

Two levels of competition:

- Competitive Division
- Recreational Division

The competition format will be four team pools of round-robin play, followed by a single-elimination tournament. This will guarantee each team a minimum of four games.

The division winners will receive 6 custom football jerseys.

The division **2nd & 3rd Place** teams will each receive 6 tournament t-shirts.

**The tournament schedule will be posted
on the City Web site on December 5, 2007.**

www.chandleraz.gov/adult-sports

Questions? (480) 782-2704



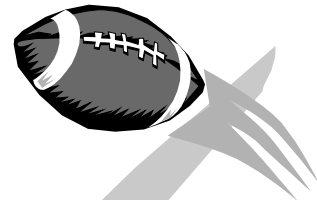
Chandler • Arizona



Lightning Storm in the Desert

Men's 4-on-4 Flag Football Tournament

Registration and Roster Form



Team Name _____

Division (Please check level of competition you wish to participate in)

- ☐ Competitive Division (moderately high level of competition)
- ☐ Recreational Division (lower level of competition)

Coach's Name _____

Address _____

City _____ Zip _____

Phone (W) _____ (H) _____ (E-Mail) _____

Waiver: The City of Chandler DOES NOT provide player insurance for this tournament. Players play at their own risk. Players also agree to hold harmless the City of Chandler, officers, agents, and representatives from all claims or losses.

Coach's signature for waiver _____

Team Roster

Player's Name	Address	Phone
1. _____	_____	_____
2. _____	_____	_____
3. _____	_____	_____
4. _____	_____	_____
5. _____	_____	_____
6. _____	_____	_____

Make checks payable to **City of Chandler** (\$180), or pay by credit card (MasterCard, Visa or American Express).
Rules and location map will be sent to you upon receipt of this registration and roster form.
Tournament schedule will be posted online on December 6, at www.chandleraz.gov/adult-sports.

Send roster and entry fee to:
Lightning Storm in the Desert
Attn: Nancy Wagner
Mail Stop 502, P.O. Box 4008
Chandler, AZ 85244-4008

Or Fax it with credit card info to:
Lightning Storm in the Desert
Attn: Nancy Wagner
(480) 782-2644

Questions?
Call Nancy Wagner at
(480) 782-2704
or e-mail her at
nancy.wagner@chandleraz.gov

Entry Deadline: December 3, 2007

The City of Chandler
Presents
The 8th Annual

Lightning Storm in the Desert

4 on 4 Men's Flag Football Tournament

TOURNAMENT LOCATION: Pima Park at 625 N. McQueen Rd., Chandler, Arizona

TOURNAMENT DATE: Saturday, December 8, 2007

TOURNAMENT DIRECTOR: Nancy Wagner, **phone:** 480-782-2704, **fax:** 480-782-2644, **e-mail:** Nancy.Wagner@chandleraz.gov **mailing address:** City of Chandler, Snedigar Recreation Center, Mail Stop 502, P.O. Box 4008, Chandler, AZ 85244-4008

ENTRY FEE: \$180.00 Make checks payable to the **City of Chandler**. Credit cards are also accepted (MasterCard, Visa and AMEX).

DIVISIONS OF COMPETITION: There will be two divisions of competition based on the skill level of the team. **"Competitive Division"** teams in this division have high school and some college experience, and are usually under 30 years of age. **"Recreational Division"** teams in this division have some high school experience and tend to be less athletically skilled than teams in the higher division. Teams in the "Competitive", and "Recreational" divisions found to have players with skills higher than their teams division entry, may be ejected from the tournament and have games forfeited. The tournament director will make any decision on this matter.

TOURNAMENT FORMAT: Groups of four teams in each competitive division will play a round robin schedule, followed by a single elimination tournament (**each team is guaranteed to play four games**).

AWARDS: Each team will receive six tournament t-shirts. Winners of each division and runners up, will receive six custom (color, size, and printing) football jerseys.

MAXIMUM NUMBER OF PLAYERS ON ROSTER: 6

RULES AND REGULATION POLICY STATEMENT: The City of Chandler Recreation Division reserves the right to change any rules or regulations during the tournament whenever due cause warrants a change. If a change is made, all team managers affected by the change will be notified. In addition, the Chandler Recreation Division reserves the right to add additional rules and regulations when they will benefit the program.

The City of Chandler does not provide individual accident insurance for its participants. It is recommended that all players acquire individual or team insurance. The Chandler Recreation Division urges all coaches and/or participants that incur an accident/injury situation during a game to report the incident to the Field Supervisor immediately so that appropriate measures may be taken!!

LOST OF STOLEN ITEMS: The Chandler Recreation Division is not responsible for lost or stolen items. Check with the tournament director for misplaced equipment.

TOURNAMENT POLICIES

ALCOHOL: The consumption of alcoholic beverages is prohibited during all City of Chandler Adult Sports Programs. Any participant or spectator who appears to be under the influence of alcohol will be ejected from the game/playing area. If the individual refuses to leave the premises, the team will automatically forfeit the game, and the police may be notified.

CONDUCT:

1. When registering your team, it is to be understood that you are participating in a RECREATION program. The intent of City of Chandler recreational tournaments is for players to have fun and enjoy themselves. Participants are expected to demonstrate sportsmanship **before, during and after** all activities sponsored by the Chandler Recreation Division.

Should an official feel that a player(s) are demonstrating unsportsmanlike conduct or their conduct is detrimental to others around them, they will be penalized for their misconduct. At no time shall any player verbally or physically abuse a City of Chandler staff, which includes the officials. An official at any time may require a player(s) to sit out a designated number of minutes. If an official makes this request, the manager is responsible for seeing that the request is honored. If the manager refuses this request, both the manager and the player will be ejected from the game. All suspension rules will be in effect.

2. The officials will penalize unsportsmanlike conduct by a player, coach, substitute or team spectator. If there is a flagrant conduct violation, the officials will penalize the team by removing the offending player(s) from the game, and they will be ejected from the facility. Any spectator or team follower may also be removed from the park. Failure to comply with official's direction to leave the playing area can result in forfeiture of the game. A player or team can also be dropped from the tournament if they become a problem. Coaches and players will be responsible for their team followers and must make every effort to control them.

3. The **Code of Conduct** attached to the end of these rules should be understood by all coaches/managers and players. It is the coach's responsibility to make sure that all players fully understand the consequences they will suffer if these rules are violated. When a player is listed on the roster, it will be understood that they will be informed, by the manager, of all rules and regulations as well as the code of conduct.

4. Players ejected from a game must leave the field immediately. Any player ejected faces a two-game suspension. Additional action may also be taken, including but not limited to, probation or total suspension. The Chandler Recreation Division reserves the right to determine the length of the suspension.

5. Profanity will not be tolerated (this includes casual profanity). Guilty parties are subject to removal from the game.

6. Trash talking will not be permitted. Officials have the right to determine language that is considered offensive. **FOUL PLAY WILL NOT BE TOLERATED.**

TOURNAMENT BRACKET: The field supervisor will keep the tournament bracket standings.

PLAYER ELIGIBILITY: All players must be **16 years of age** or older to participate. All players are required to have a current ID in their possession at all times. Identification information should be consistent with roster information provided by the team manager. **ELIGIBILITY CHECK:** A team manager may request an eligibility check of **ONLY** one player during a scheduled game. The player in question must produce current identification which reflects information provided on the teams roster. If a player cannot produce identification, does not meet the age requirement, is on more than one

roster or is not on the team's roster, they will be considered an illegal player. The illegal player will be ejected from the game, and the team using the player will forfeit the game. All decisions made by the tournament director will be considered final.

PLAYING TIMES: Teams must be available to play at any of the scheduled game times.

PROTESTS: Only protests of ineligible players(s) and rule interpretations will be accepted and considered valid. Protests involving the judgment of an official will not be considered. Team managers will be the only ones allowed to protest a game. Decisions to file a protest must be made immediately. No protests will be accepted after the game is completed.

ROSTERS: Each team's roster is due at the time of registration. Roster additions and deletions will take place at the tournament site on the forms provided by the tournament supervisor. Team rosters may not exceed 6 players. Awards package is based on six players.

SUPERVISION: The Chandler Recreation Division will provide a field supervisors for this tournament. Any questions/inquiry's during game time must be directed to the field supervisor through the team captain/manager. If the dispute cannot be resolved, the tournament director will be involved and his decision on any matter is final.

TEAM PRE-GAME PROCEDURES: Arrival for all players should be 15 minutes prior to game time. There will be no grace period. Game time is forfeit time.

THE FIELD:

1. The dimensions of the playing field shall be 25 yards wide by 66 yards long. This includes two 8 yard end zones. (50 yard playing area)
2. Excluding the end zones, the field will be divided in the center.
3. No run zones are located 5 yards from each end zone and 5 yards on each side of the center line.
4. A hash mark will also be placed 12 yards from each end zone for point after attempts.

TOURNAMENT RULES AND INFORMATION

1. **The Game:**

- Teams can consist of a maximum of 6 players (only 4 players on the field at a time).
- No contact allowed.
- A coin toss determines first possession.
- The offensive team takes possession of the ball at their 5-yard line and has three plays to cross mid-field. Once a team crosses mid-field they have three plays to score. If the offense fails to score, the ball changes possession.
- If the offensive team fails to cross mid-field, the ball changes possession.
- All drives start at the 5-yard line except an interception.

2. **Game Clock Format:**

- Each game is 30 minutes long. Two 14-minutes halves and a 2-minute halftime.
- The clock will not stop unless a time out has been called or the official feels it necessary.
- Each time the ball is spotted the offensive team has 30 seconds to snap the ball. (Officials will warn the offense when there are 10 seconds left to snap the ball).
- Teams may not snap the ball until the officials are set. (**No quick snaps**).
- The first team to reach 34 points will be declared the winner regardless of time remaining on the clock. (No extra points allowed once 34 points is reached).

3. **Time Outs:**

- Each team has one time out per game.
- Time outs will only stop the game clock for 30 seconds. The offense must snap at the completion of the time out.

- If time out is called after a touchdown the clock will not run during the extra point.
4. **Attire:**
 - Cleats are allowed, except for metal spikes
 - Shirts must be tucked in at all times.
 - It is recommended that all players wear protective mouth pieces.
 - Flags must be worn on each side of the players' hips.
 5. **Scoring:**
 - TD = 6 points
 - Extra points - 5 yards out = 1 point, 12 yards out = 2 points
 - Safety = 2 points
 - Penetration = 1 point (Tie Games)
 - Forfeit = 17 to 0
 6. **Rushing the Quarterback:**
 - All players that rush the passer must be a minimum of 7 yards off the line of scrimmage when the ball is snapped.
 - Players that are not 7 yards from the line of scrimmage when the ball is snapped may not enter into the backfield until there has been a change of possession.
 - The referee will designate the 7yard neutral zone.
 - The rusher is allowed a direct line to the quarterback as long as he rushes from either side of the field and not up the middle.(Rusher must choose a line that is not directly over an offensive player).
 7. **Running:**
 - The quarterback may not run the ball unless it has been handed off to him.
 - Teams may handoff, pitch, or throw back the football in the backfield only (only one lateral, but unlimited handoffs). The player who receives the pitch or handoff may throw the ball as long as he is not beyond the line of scrimmage.
 - "No Running Zones" are located 5 yards before mid-field, and both end zones.
 - The ball is spotted where the ball carrier is de-flagged.
 - The flag must break the plane of the midfield or the goal line to be considered a first down or a touchdown.
 - Players may not block at any time. Once a player begins to run all other players must stop.
 8. **Passing:**
 - Shovel passes are allowed. They may be received behind or beyond the line of scrimmage. If the ball is spotted in the no run zone the shovel pass must travel beyond LOS.
 - The QB has a 5 second pass if he is not rushed. If a pass is not thrown within the 5 seconds, play is dead, loss of down, ball returns to line of scrimmage. Once the ball is handed off, the 5 second time rule is no longer in effect.
 - If the defensive team rushes there is no 5 second clock.
 - On interceptions, the ball may be returned. The ball is spotted where the flag is pulled. An interception during an extra point play may be returned for 2 points.
 - The rusher may not hit the quarterbacks' arm, or knock the ball out of the quarterbacks' hand. The rusher must play the flag.
 9. **Receiving:**
 - All players are eligible to receive a pass, including the quarterback, if the ball has been pitched back or handed off behind the line of scrimmage.
 - Players must have at least one foot inbounds when making a catch.
 10. **Dead Balls:**
 - Only one player may be in motion prior to the snap.
 - Players may not be moving forward when the ball is snapped.

- The ball must be snapped between the legs to start the play.
- **Play is dead when:**
- The offensive players flag is pulled.
- Ball carrier steps out of bounds.
- Incomplete Pass.
- Ball hits ground.
- If a player starts the play without a flag they only need to be touched to stop the play.
- There are no fumbles. The ball is spotted where the player is when they fumbled.

11. **Defensive Penalties:**

- Offside-illegal rush
- Interference
- Illegal contact (holding, bump and run, blocking, etc.). Note the officials will determine incidental contact which may result from normal run of play.
- Roughing the quarterback.
- All defensive penalties are five yards from the line of scrimmage and automatic first down except holding after the catch which is added on to the end of the play.
- Illegal Rushing (Starting the rush from inside the 7 yard zone).

12. **Offensive Penalties:**

- Illegal motion (more than one person moving, false start, etc.).
- Illegal forward pass (pass received behind the line of scrimmage).
- Offensive Pass Interference (illegal pick, pushing off with the hands).
- Impeding the rush.
- Flag guarding (players must keep their hands above their waist).
- Delay of game.
- All offensive penalties are five yards from the line of scrimmage and loss of down except flag guarding which is from the point of infraction. **Dead ball penalties, such as false start are NOT a loss of down.

13. **OVERTIME**

- If the score is tied at the end of 30 minutes, teams move directly to overtime.
- A coin toss determines possession.
- Each team receives one play from the 5 yard line. All penalty rules apply.
- The team gaining the most yardage on their play is declared the winner.
- If a team starting with the ball scores on the first play, possession changes and the other team must score on the first play.
- The winning team in overtime is awarded one additional point.

14. **Playoff Seeding Tie Breakers:**

- If two teams have identical records at the end of round robin play tie breakers will be determined first by head-to-head competition, and second by the teams point differential.

CODE OF CONDUCT

The Code of Conduct will be enforced before, during and after all tournament play. All rules will be strictly enforced. The term “individual” includes the following: coach, manager, player, fan or spectator. The team is responsible for the conduct of its individual players and spectators. The term “official” includes referees, site supervisors, league director and city staff. When a player is listed on a roster, it is to be understood that they will be notified, BY THE TEAM MANAGER, of all City tournament rules and the Code of Conduct. Code of Conduct is as follows.

CITY OF CHANDLER 4 ON 4 FLAG FOOTBALL TOURNAMENT CODE OF CONDUCT

1. **No Individual Shall** at any time lay a hand upon, shove, strike or threaten to strike an official.
Minimum Penalty: Banned from game and/or tournament.
Maximum Penalty: Banned from tournament and assault charges may be filed.

2. **No Individual Shall** be guilty of objectionable demonstration of unsportsmanlike conduct.
Minimum Penalty: Warned by an official.
Maximum Penalty: Ejection from game/or tournament.
3. **No Individual shall** discuss with an official, in any manner, the decision reached by such official except by the team manager, coach or captain.
Minimum Penalty: Warning by an official.
Maximum Penalty: Ejection from the game or tournament.
4. **No Individual shall** be guilty of using unnecessarily rough tactics in the play during the game.
Minimum Penalty: Ejection from the game and playing area.
Maximum Penalty: Ejection from tournament and assault charges may be filed.
5. **No Individual Shall** be guilty of a physical attack as an aggressor upon any individual. Officials are required to immediately suspend the player from further play and report the incident to the tournament director.
Minimum Penalty: Two game suspension.
Maximum Penalty: Ejected from the tournament and/or assault charges may be filed.
6. **No Individual Shall** be guilty of an abusive verbal attack upon any official or individual.
Minimum Penalty: Ejected from the game and playing field with a two-game suspension.
Maximum Penalty: Ejected from tournament.
7. **No Individual Shall** use profane, obscene, or vulgar language (includes “trash talking”, language that may be considered offensive to the official, opposing team, or spectators) at any time, on or off the playing field.
Minimum Penalty: Warning by an official.
Maximum Penalty: Ejected from the game with a two-game suspension.
8. **No Individual Shall** appear on the field of play in an intoxicated condition or under the influence of any type of drug which will infringe upon their safety or the safety of others.
Minimum Penalty: Ejection from the game.
Maximum Penalty: Ejected from the tournament.
9. **If officials witness** any act of tackling, elbowing, cheap shots, or any other sportsmanlike act, the game will be stopped and the player will be ejected from the game.
Minimum Penalty: Ejection from the game.
Maximum Penalty: Ejected from the tournament.

The severity of the infraction will determine the penalty. Penalties can fall between the minimum and maximum. In all situations, individuals may be banned from the flag football tournament, depending on the severity of the incident. City Recreation Staff will determine the penalty within a reasonable amount of time.